

ASSEMBLY BILL

No. 494

Introduced by Assembly Member Garcia

February 14, 2003

An act to add Sections 33334.30 and 33334.31 to the Health and Safety Code, relating to redevelopment.

LEGISLATIVE COUNSEL'S DIGEST

AB 494, as introduced, Garcia. Redevelopment.

The Community Redevelopment Law generally requires redevelopment agencies to use not less than 20% of all tax revenue allocated to the agency for low- and moderate-income housing, as specified.

This bill would permit redevelopment agencies to use more than 20%, but not more than 30%, of all tax revenue allocated to the agency for low- and moderate-income housing.

The bill would prohibit the transfer of any funds from the agency's Low and Moderate Income Housing Fund to the General Fund or the Educational Revenue Augmentation Fund, pursuant to other provisions, in any county where prescribed general plan housing element requirements have not been met.

Vote: majority. Appropriation: no. Fiscal committee: no. State-mandated local program: no.

The people of the State of California do enact as follows:

- 1 SECTION 1. Section 33334.30 is added to the Health and
2 Safety Code, to read:

1 33334.30. Notwithstanding any other provision of law, the
2 amount of tax revenue that an agency may allocate for deposit into
3 the Low and Moderate Income Housing Fund for low- and
4 moderate-income housing purposes may exceed 20 percent, but
5 shall not exceed 30 percent, of all taxes that are allocated to the
6 agency.

7 SEC. 2. Section 33334.31 is added to the Health and Safety
8 Code, to read:

9 33334.31. Notwithstanding any other provision of law, no
10 provision of this part that requires the transfer of any funds from
11 the Low and Moderate Income Housing Fund to the General Fund
12 or the Education Revenue Augmentation Fund shall apply to any
13 county unless all of the requirements of Article 10.6 (commencing
14 with Section 65580) of Chapter 3 of Division 1 of Title 7 of the
15 Government Code have been met by every jurisdiction in the
16 county.

